

PH THE PUFFLE HANDLER

Approx Age: Mid twenties (PH for short)

Penguin Color: Brown

Occupation: Puffle Handler, Elite Puffle Trainer, Puffle Historian, Puffle Groomer, Wilderness Expert, Adventurer

Home Base: Pet Shop/The Wilds

Kinda Acts Like: Bindi Irwin

Biography in 10 words:
The foremost authority on puffles.
Can work magic with Puffle O's.

CHARACTER FACTS

CHARACTER

Character Title:
PH the Puffle Handler (PH for short)

Character Role:
The animal expert and Wilderness explorer

Character Goal:
To learn more about puffles

Character Description:
Warm, empathetic, responsive, and responsible. PH is highly attended to the emotions, needs, and motivations of others. She finds potential in everyone and wants to help others fulfil their full potential.

- UNIQUE ITEMS/APPEARANCE**
- Whistle
 - Explorer hat
 - Explorer outfit

FAVORITE THINGS

Drink: Spring water
Food: O'berries
Game: Puffle Paddle
Possession: Whistle
Animal: Puffles

FRIENDS AND COMPANIONS

Dot, Rookie, Jet Pack Guy, Gary, Aunt Arctic, Pete her orange puffle

"Crikey! Did I just see a wild puffle run by?!"

DEFINING MOMENT OF AWESOME

Her observations about puffles at the Puffle Party in February 2011 influenced how the Pet Shop was renovated. This forever changed how puffles and penguins interact - and created the right space for puffles to express themselves more.

- FAMOUS DEEDS**
- Member of the EPF team responsible for protecting the island during Operation: Robotomy, and Operation: Herbert's Revenge
 - Decorated EPF Field Agent. She now focuses on maintaining the Elite Puffles, training agents in their handling.
 - Discovered the Rainbow Puffle, catapulting herself to the Cloud Forest to study them.

- TOP 4 QUIRKS**
1. Speaks with a slight Aussie flair (intonations, phrasing)
 2. Eats O'berries straight off the bush
 3. Can turn on her Secret Agent persona instantly
 4. Known to travel the wilderness to enjoy nature first hand

RANDOM FACTS

Originally pink in the DS games, she changed color for her online debut. If asked, her reason "When I discovered the brown puffles, I celebrated by changing my color to theirs."

CHARACTER REACTIONS

GETS SCARED

After only a split second of fear, she'd reach into her mind for a similar experience, then use all tools at her disposal to find a solution. "Alright then mate, let's just get this done."

VERY HUNGRY

She eats to stay strong and healthy; food is a means to obtain energy for more adventures - rarely more. (Though she'd admit to relishing O'berries more than she should...)

GIVEN A GIFT

She would accept it graciously, and discretely find a way to recycle, or repurpose it.

COMPLIMENTED

Looking the complimentor right in the eye, she would return it with sincerity.

GETS BORED

Fidgets and gets up. Would make no excuse to move along toward her next adventure.

GETS ANGRY

Like a puffle might, she'd show her anger with a quick stomp or similar physical expression. It would pass just as fast and be forgotten.

GETS SAD

Never one to hide tears, she would cry openly. She wouldn't hold onto sadness but instead quickly transition to a new experience.

STUBS 'TOE'

"Dang it!" she would yell or yelp. And chide herself for not seeing the obstacle before the collision.

CHARACTER TRAITS

EMBODIES

Adventure, Exploration, Nurturing

TRUE COLORS

Green, Orange, Blue, Gold

PRIMARY

Adventurous

Intense focus

FATAL FLAW

Confident

SUPPORTING

Competitive

SHADOW TRAIT

"Great to see so many puffle fans!"

"Got some time?
I'll show you the proper way to brush a black puffle's teeth..."